

XBOX



MAD DASH RACING

EIDOS



BINK
VIDEO

TEEN
T
CONTENT RATED BY
ESRB

Mad Dash Racing, the Mad Dash Racing logo and all related characters are trademarks or registered trademarks of Eidos Interactive, Inc. Crystal Dynamics and the Crystal Dynamics logo are registered trademarks or trademarks of Eidos Interactive, Inc. Eidos, Eidos Interactive, and the Eidos Interactive logo are all registered trademarks of Eidos Interactive, Inc. ©2002 Eidos Interactive, Inc. All rights reserved. The Bink logo is a registered trademark of the Interactive Digital Software Association. Use Here Video Technology. Copyright ©2002 by Eidos Interactive, Inc. All other names, trademarks and logos are property of their respective owners. Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. PAK0000503

SAFETY INFORMATION

ABOUT PHOTSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them.

Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

For use only with Xbox video game systems with "NTSC" designation. Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

**Register your game and enter to win prizes at:
eldosregistration.com**

CONTENTS

Setting Up	2	Equipment	21
Trem Load	4	Pause Screen	23
Bashers	5	Adventure Mode	24
Dashers	6	Starting a Game	24
Giders	7	Selecting Your Character	25
Getting Into the Game	8	Selecting a Level	25
Signing Up	9	Challenges	26
Racing	10	Status Decals	27
Race Screen	11	Versus Mode	28
Controls	12	Records	30
Special Abilities	13	Options	31
Actions	14	Save / Load	32
Roadtrack	17	Worlds	33
Pickups	19	Hintz	35
Powerups	20	Beatz	36
		The Crew	39



**THIS IS ALL SO HARD
TO BELIEVE!**

SETTING UP

USING THE XBOX™ VIDEO GAME SYSTEM



1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **MAD DASH RACING™** disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing **MAD DASH RACING**.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX™ CONTROLLER



1. Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play **MAD DASH RACING**.



TREM LAND

A crazed wizard, a wheedling KING, a land replete with troublesome natives called TREMMELS, a collection of oddball athletes and a race for RED METEOR CHUNKS add up to a fast blast of knock-down speed!

On a far off island, HEX, a nearly rabid wizard, has delusions of world domination. But he needs the complete collection of RED METEOR CHUNKS to achieve it. Also, the TREMMEL KING stands — or is it sits? — in HEX's way. HEX's devious nature raises its ugly head. He coerces the KING into joining him in a diabolical scheme (is there any other kind?) advertising a galactic race open to all beings. A number of nasty characters sign up, bringing an unsavory mélange of bad personal hygiene and rough manners to the melee. With the stated goal of racing to capture the RED METEOR CHUNKS (and win the pig and scepter!), the mayhem begins!

AMAZING RACING ABILITIES

Nine weird beings (don't ask from where), sign up to race. They come from families of BASHERS, DASHERS and GLIDERS. Each type has special abilities that give them a racing edge.



BASHERS bust through cracked doors and walls with ease, and view all enemies and opponents as bashable targets. While bashing, these racers are invulnerable to attacks, and they get a bit of a speed boost for a successful bash. Bash-FUL they're not!



DASHERS can speed up steep slopes that other characters can't even think about. They always have a little turbo boost available as long as their energy lasts.



GLIDERS can soar the extra distance over a pitfall or trap and evade enemies by taking flight. They get a rush from soaring over opponents to take the lead. They reach some areas more easily and can cut corners to shave seconds off their racing time.

TRIBRID ALERT!

Characters who collect 10 GREEN METEOR CHUNKS transform into TRIBRIDS and enjoy all three special abilities.



BASHERS

CHOPS



Gassy and crude, this is one true rebel hog. CHOPS' fascination with motorcycles may stem from the fact that he can't stand the smell when he's in a car with himself!

*I'M GONNA BLOW
HAHAHAHAHAHAHAHA ... Oops!*

BIG BLU



BIG BLU stamped out of the underworld with a bigger than life tough-guy attitude. You'll want to make way for a guy that even chains can't hold. He's obviously an escapee ... but from where?

*STAY OUTTA MY WAY. YOU
GOT THAT, JACK?*



BETTY

The only thing that tops the yak-factor of BETTY's sickening sweetness is her banshee scream. She loves to let off loud outbursts and is happiest with a wrench in her hand. A trip to BETTY's garage is a descent into a pit stop of pleasure.

*BACK OFF, DROOL-CLIP, OR I'LL
STICK THIS WRENCH WHERE THE SUN
DON'T SHINE!*





DASHERS

SID



SID thinks he's "da champ" and he's cocky 'tude proves it. He's a smacky little punk who tries too hard. But hey, ya gotta respect the effort. SID's the first to let you know he's a cool cat, not a kitty.

**CAN'T HIT WHAT YOU CAN'T SEE,
BIG BOY.**

CLAWDIUS

A roomin' Gladiator and a legend in his own mind, CLAWDIUS' pontifications are classic "fili-BLUSTER." But his slobbering lisp takes the punch out of his pompous pronouncements. Don't be fooled - CLAWD is a fierce king of the Tremmel jungle.



YOU, THIR, ARE A THAVAGE!



SPANX

Once a lab weasel, SPANX is dealing with residual "issues." Spastic and nearly unintelligible, SPANX's contorted form is often wracked with awkward jerks and bursts of crude expletives.

IT'Z STARTING AGAIN ... ACK!



GLIDERS

ZERO-G



Loud. LOUD. A mutt with a drill-sarge complex, ZERO-G often dredges up his past war experiences (or is it delusions?). Can this dog's bite live up to his bark?

**I CAN FIT YOUR ENTIRE HEAD
IN MY MOUTH!**

ASH

ASH tries to be suave with his *La Dolce Vita* accent. You get the feeling he's making up for his lack of fire (humiliating for a dragon). Don't EVEN mention the size of his wings.



**I HAVE-A NO FIRE? I CAN STILL
BURN-A YOU BUTT-A.**



FAZE

A street-smart wise guy from another planet, FAZE took the wrong exit off the intergalactic turnpike. He uses his brash attitude like a set of brass knuckles. He's always ready to do some dirty work ... for a price.

TRY SAYIN' THAT TA MY FACE, TOUGH GUY!

GETTING INTO THE GAME

SELECTING MENU OPTIONS

To select menu options throughout **MAD DASH RACING**:

- Use the directional pad to cycle through the options.
- Press **A** or **START** to confirm a displayed or highlighted option.
- Press **B** or **BACK** to cancel a selection or back up to the previous screen.

MAIN MENU

Select a game mode from this screen:

ADVENTURE Play through the **MAD DASH RACING** story, level by level, to defeat **HEX** and save the world. Earn **STATUS DECALS** and unlock hidden characters and levels. See page 24.

VERSUS Race through a single level speed challenge with up to four human players. See page 28.

SIGN UP Register a player name to begin keeping a **PLAYER RECORD** of your game progress. See page 9.

RECORDS Check out **PLAYER RECORDS** and **WORLD RECORDS**. See page 30.

OPTIONS Adjust several gameplay settings. See page 31.



SIGNING UP

1. Select **SIGN UP** from the Main Menu to register a player name.
2. Enter your name, pressing **A** or **START** to confirm each letter/number entry.
3. Select **OK**.



NOTE: You can also sign up from the **ADVENTURE MODE** Menu.

Once you're signed up, you'll begin establishing a **PLAYER RECORD** of your game performance.

You can check your **PLAYER RECORD** (and **WORLD RECORDS** for the game) by selecting **RECORDS** from the Main Menu or from the **ADVENTURE MODE** Menu.

LOOK! IT'S TRYING TO THINK.



RACING

1. Select **ADVENTURE** or **VERSUS** from the Main Menu.
2. Select a player name, racer and level. (See **ADVENTURE MODE** on page 24 or **VERSUS MODE** on page 28 for how-to.)
3. Start racing.

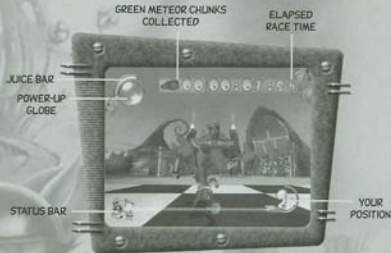
GAME GOALS

- Beat all other racers to the finish line.
- Use Special Abilities to shave time.
- Find Special Ability Routes to get the jump on opponents.
- Collect 10 Green Meteor Chunks to get **TRIBRID** abilities.
- Perform stunts to increase energy and get turbo boosts.
- Use powerups to delay opponents.
- Work toward Status Decals to unlock more characters and levels.



OH YEAH YEAH YES ...
OOH YEAH!

RACE SCREEN



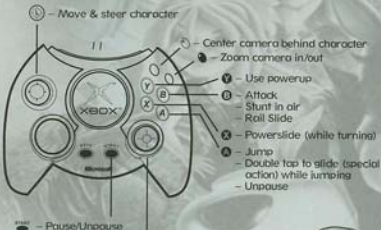
- The **POWERUP GLOBE** shows the latest powerup you collected. You keep a powerup until you use it (by pressing **Y**). You can't collect another powerup until you use the one you have — so why hoard it?
- The **JUICE BAR** flows around the **POWERUP GLOBE**. Energy fuels special abilities: you can bash, dash or glide (depending on your character) as long as some energy remains. Collect **HEX-A-COLA** to get your juice on.
- Your **ELAPSED RACE TIME** appears at the top right.
- The **STATUS BAR** shows all four racer's positions simultaneously. Positions change moment by moment as runners speed ahead or lose momentum due to a mishap, obstacle, or getting spoofed by another racer.
- **YOUR POSITION** appears at the far right of the **STATUS BAR**. Your goal is to finish the race in 1st place.
- Other indicators that flash momentarily include the number of **GREEN METEOR CHUNKS COLLECTED** and **ATTACKS** and **STUNTZ** performed. Check your complete inventory by pressing **Q** to refresh the screen display.

CONTROLS



Right trigger
- Bash (special action)

Left trigger
- Dash (special action)



- - Swirl when using some equipment (see page 21).
- Aim certain powerups.



SPECIAL ABILITIES



DASH

Fire up a speed boost –
DASHERS only.

- Press the left thumbstick in any direction and then press the left trigger.



BASH

Slam through obstacles and plow past other racers – BASHERS only.

- Press the right trigger.



GLIDE

Lift off and coast over obstacles and runners – GLIDERS only.

- Tap A to jump.
- In the air, tap A again and hold to glide.
- Look for glider rings that mark gliding shortcuts.



COLLECT 10 GREEN METEOR CHUNKS TO
TRANSFORM INTO A TRIBRID AND PERFORM
ALL THREE SPECIAL ABILITIES.

ACTIONS

WALK/RUN

- Press the left thumbstick lightly in a direction to WALK.
- Press full bore in a direction to RUN.



JUMP

- Press **A** to jump over obstacles.
- Jump on **BOUNCERS** to reach higher points.



ATTACK

- Press **B** when your character is near another racer.
- Each character performs a different ATTACK. Try them all.



POWERSLIDE

- Press **X** to POWERSLIDE while turning. You'll end with a **TURBO BOOST** and carve seconds off your time.
- **POWERSLIDES** leave a smoke trail that intensifies from yellow to orange. Hold and then release **X** or press **A** during the orange trail for the most **TURBO BOOST** after the slide.



STUNTZ

Pull off stunts to increase energy and earn **TURBO BOOSTS**.

- Press **A** to jump.
- Press and hold **X** at the top of the jump.
- Swirl the left thumbstick quickly to get off air spins.



STUNT FACTZ

- Numbers flash on screen as you complete spins - 360, 720, 1080 and **MADSTUNT**.
- You'll get an **ENERGY REWARD** for each spin.
- Perform multiple spin combos to increase the reward.
- Land facing forward (left thumbstick **▲**) to get a **TURBO BOOST**, increasing with the number of your spins. If you land any other way, it's a scrub and the stunt doesn't count.
- **MADSTUNTZ** are additionally rewarded with full energy.
- Combine **STUNTZ** with a **RAIL GRIND** (see page 21) for pro stuntz and extra speed.

TURBO BOOST

A **TURBO BOOST** is a go-fast, it's signaled by a trail of smoke rings following your character. To get a **TURBO BOOST**:

- Run over a **TURBO PAD**.
- Pull off a **STUNT**.
- Come out of a **POWERSLIDE**.
- Get some hang time by jumping off a ledge and catching air.

TURBO BOOST FACTZ

- **TURBO BOOSTS** last for only a short time.
- They're so useful you'll want to keep getting more.
- **DASHERS** can use **TURBO BOOSTS** all the time by burning energy.

*I CAN FIT YOUR ENTIRE
HEAD IN MY MOUTH!*



YER STARTIN' TA BUG ME.



RACETRACK

DIRECTIONAL ARROWS

The track you'll race on winds crazily through the world, twisting in all directions. You may get turned around and unwittingly run backward past landmarks already seen. A "wrong way" message flashes when you're headed in the wrong direction. To avoid this, look for directional arrows — and head in the direction they point.



SKILL PATHS

Anybody can try these off-the-beaten-path alternate routes. See how long you can stay on the high road.

SPECIAL ROUTES

Even though you're racing at top speed, take time to notice where special routes branch off the track. Most of them are marked with sparkling **SPECIAL ABILITY MARKERS** — **DASHER**, **BASHER** or **GLIDER**.

Take the route designed for your character type to make the best time and use of your special ability. **TRIBIDS** — those master racers — can use all three **SPECIAL ROUTES**.



DASHER (GREEN)



BASHER (BLUE)



GLIDER (RED)

OBJECTS & OBSTACLES

COLLECTIBLES are indispensable. Get as many pickups and powerups as you can en route. You need them to win. If you don't grab them, another racer could use them against you! (See pages 19 and 20.)

TURBOs are good for a speed burst. **TURBO PADS** provide a speed boost when run across. Achieve maximum speed by hitting multiple **TURBO PADS** in a row. **TURBO RINGS** give you a boost when jumped through. These are most effective for **GLIDERS** and often mark a Glider special ability route.



SWITCHES can be stepped on or jumped through to activate something on the racetrack. Step on **RED BUTTONS** to trigger traps and open doors.

BOUNCERS leverage you to a new high when you jump on them.

PLATFORMS make the race way more interesting — by causing you grief! Watch out for crumbling edges, tipping ledges, drawbridges, falling arches, whirring gears and other surprises too horrible to name.

TRAPS ambush you without warning and include rolling boulders, blasting TNT, toppling pillars and worse! Traps are triggered by switches.

PERILOUS GROUND hurts. Each level has its own flavor — ice, toxic waste, tar pits, green goo, etc. Carry bandaids.

PICKUPS

GREEN METEOR CHUNKS

The tracks are splattered with **GREEN METEOR CHUNKS**. They add up as you collect them (the count flashes on screen). Collect 10 chunks to become a "tri-dextrous" **TRIBID** with abilities to dash, bash and glide. If you get hit or harmed by anything, you lose five chunks.



HEX-A-COLA

Grab this cool thirst-quencher to refill your **JUICE BAR**.



THAT FELT
G0000D.

POWERUPS

POWERUPS are weapons and special powers you can collect. They're stored in **RED SURPRISE BAGS**, so be sure to run over these to get the **POWERUPS** inside.

When you acquire a **POWERUP**, it's stored in the **POWERUP GLOBE**. Press **Y** to deploy it. (You can't collect another **POWERUP** until you use the one you already have.) If you don't grab a **POWERUP** and use it, someone else will no doubt use it on you – so think about it when deciding if you should take what's offered.



PSYCHO CHICKEN Guided **CHICKEN MISSILE** tracks and wallops whoever's in front of it. Use stuntz to dodge chickens at the last minute.

BLOB BOMB Splits into **GLOWING CHUNKS**. Use the right thumbstick to aim. Be careful not to confuse them with meteor chunks.

BOUNCY FRUIT Bouncing fruit ricochets off surfaces until contacting an opponent, then ka-BLAM! Use the right thumbstick to aim before firing. Perishable fruit self-destructs after a few seconds if no target is found.

RIBBON OF PAIN Lay a **TRAIL OF TROUBLE** as you run. Other characters contacting the ribbon get knocked on their butts, until it dissipates. See what clever places you can find for the ribbon, such as running zig-zag.

DISCO BALL Gain a speed boost and invincibility all in one. While protected by the **DISCO BALL SHIELD**, you can knock down other runners.

FREEZE ALL Freeze all other players in place. A button sequence appears, and affected racers must enter the sequence to unfreeze. When the timer runs out, anyone still frozen is knocked down and loses five **GREEN METEOR CHUNKS**.

STEAL CHUNKS Take five **GREEN METEOR CHUNKS** from the 1st place runner.

STEAL ENERGY Take part of the 1st place racer's energy.

STEAL WEAPON Take the 1st place runner's weapon.

EQUIPMENT

HAND OVER HAND

- Press **A** to jump on a bouncer.
- Your character automatically grabs the overhead rail.
- Press the left thumbstick **▲** to swing hand-over-hand.
- Swirl the right thumbstick rapidly to move faster.



ZIP LINE

- Stand on a glowing target on the path.
- Press **A** to jump up and grab the Zip Line.
- Swirl the right thumbstick to slide faster.

RAIL GRIND

- Press **A** to jump up onto the rail.
- Press and hold **X** to latch on and grind.



A SPECIAL "INFOCON" APPEARS WHEN IT'S TIME TO SWIRL THE RIGHT THUMBSTICK.

CATAPULT

- Press **A** to jump into a basket.
- Swirl the right thumbstick to pull the catapult back farther.
- Press **A**, **B**, **X** or **Y** and watch.



SWIMMING

- Use the left thumbstick to paddle through water.
- Swirl the right thumbstick rapidly to speed swim.



LADDER CLIMBING

- Get close to the bottom or top of a ladder.
- Hold the left thumbstick in the direction you want to climb.
- Swirl the right thumbstick to climb faster.



PAUSE SCREEN



Press **PAUSE** any time to take a break. The **PAUSE SCREEN** displays the players' names, their current race positions, time on the track, hits and stunts.

Select **RESUME** to continue the race. Select **RETRY** to restart the current level.



YOU ARE ... HOW YOU
SAY? ... A NERD-O.

ADVENTURE MODE

Race through the worlds of Trem Land. Your goal is to recover the seven **RED METEOR CHUNKS** and save the world from **HEX**!

After you beat one or more levels, you can take a break from saving the world and try one of the **CHALLENGES**. On both the regular world tracks and the challenge tracks, your skillful performance can earn **STATUS DECALS** that unlock additional characters and levels.

If you feel a bit at sea navigating the tracks, try the **TRAINING** level.

STARTING A GAME

1. Select **ADVENTURE** from the Main Menu.
2. Select your player name at the top of the **ADVENTURE MODE** Menu. If you haven't already signed up (see page 9), select **PLAYER** to proceed to the Sign Up screen.
3. Select an **EMPTY** slot to begin a new game — **OR** — select a game slot containing saved game in progress.



Note that you can save game data to the hard disk or to an Xbox Memory Unit.

SELECTING YOUR CHARACTER

At first, **SID**, **CHOPS** and **ZERO-G** are the only racers ready to go (one from each ability type). After you win several races with your selected character, more runners will show up and you'll be able to recruit two more racers to your team (one each from the remaining abilities).



SELECTING A LEVEL

When you begin a new game, only **TIKI VILLAGE**, the easiest level, is open. Once you finish in 1st place in **TIKI VILLAGE**, the medium difficulty levels are opened. You can play these levels in any order, but you must finish them all in 1st place to unlock the hard levels.



Once a level is open, it remains open in **ADVENTURE MODE** for the rest of the game. You can return to it to race again with another character or take one of the **CHALLENGES**. (See page 26.)

Note that on the level map, you can use the left and right triggers to set your music playlist for the level.

SOME LEVELS MUST BE UNLOCKED
IN ADVENTURE MODE FIRST IN ORDER
TO PLAY THEM IN VERSUS MODE.

CHALLENGES

Challenge a level. If you beat it, you'll win a **STATUS DECAL** and get closer to opening up hidden levels and characters. (You must beat a level first in **ADVENTURE MODE** in order to challenge it.)



CASH CHALLENGE wants to know how greedy you are. Get 20 **HEX BUCKS** within the time limit to earn your **CASH DECAL** for the level.



TIME CHALLENGE keeps your eye glued to the clock. Finish the track within the target time and pick up your **TIME DECAL** for the level.



STUNT CHALLENGE is just plain fun. Perform a certain number of stunts within the target time and walk off with your **STUNT DECAL** for the level.

To take on a challenge:

1. Choose a challenge.
2. Choose any unlocked character.
3. Choose any level you've finished.
4. Go for it!

TRAINING

Wish you had a bit of assistance while learning how to play **MAD DASH RACING**? Select **TRAINING** from the **ADVENTURE MODE** Menu and run through **TIKI VILLAGE** with helpful hints from **HEX**. To get a hint, run over a **HEX SIGN**.



STATUS DECALS



STATUS DECALS are awards you win by completing skill tasks within regular levels and by finishing level challenges. Piling up **STATUS DECALS** is great for your ego, plus it gets you closer to unlocking hidden levels and characters.

You win **STATUS DECALS** by:

- Pulling off a target number of stunts in **CHALLENGE MODE**.
- Succeeding with a target number of attacks in **CHALLENGE MODE**.
- Beating every level with **CHOPS**, **SID** and **ZERO-G**.
- Winning a **CASH**, **TIME** or **STUNT** challenge on a level.
- Winning all challenges on all levels.
- ... and more.

To view your **DECAL BOOK**, select **STATUS DECALS** from the **ADVENTURE MODE** Menu.

RECORDS

Check out individual **PLAYER RECORDS** and overall **MAD RECORDS**. (Records do not represent decal accomplishments.) See page 30.

VERSUS MODE

A **VERSUS** game is a single race on one track, joined by up to four real-world players. The whole point is to make the other guys eat your dust.

To enter a game:

1. Select **VERSUS** from the Main Menu.
2. Select your favorite racer from the lineup. (Only characters unlocked in **ADVENTURE MODE** are available.) Additional players can press **START** or **A** to join up, and then select their characters. (Two players cannot use the same character.)
3. Select a **PLAYER NAME** for saving records. If you don't have a **PLAYER NAME**, use the **SIGN UP** screen before starting a **VERSUS** game (see page 9). Additional players don't have to sign up; they can play anonymously.
4. Select a level to race in. (Only levels already unlocked in **ADVENTURE MODE** are available.) As in **ADVENTURE MODE**, you can use the left and right triggers to set your music playlist.
5. Roll!

VERSUS MODE FACTZ

- A **VERSUS** race has up to four runners. One, two, three or all of the racers can be controlled by real-world players. After selecting a character, you can use the left and right triggers to highlight and disable computer runners.
- Depending on the number of controllers used, the screen splits into separate halves or quadrants, one for each player.



THTEP ATHIDE,
THLOWPOKE.

RECORDS

PLAYER RECORDS					
← ARROW →					
PLAYER	LEVEL	TIME	DATA	STUNT	NET
101 VILLAIN	00-00-00	00	00	00	
001 TECH	00-00-00	00	00	00	
0000	00-00-00	00	00	00	
POWERS	00-00-00	00	00	00	
0000 GASH	00-00-00	00	00	00	
POWERS	00-00-00	00	00	00	
0000 GASH	00-00-00	00	00	00	
00-00-00	00-00-00	00	00	00	
00-00-00	00-00-00	00	00	00	

PLAYER RECORDS

Check on individual player records by choosing a **PLAYER NAME**.

MAD RECORDS					
LEVEL	TIME	DATA	STUNT	NET	
101 VILLAIN	00-00-00	00	00	00	
001 TECH	00-00-00	00	00	00	
0000	00-00-00	00	00	00	
POWERS	00-00-00	00	00	00	
0000 GASH	00-00-00	00	00	00	

MAD RECORDS

Check out records for all games and all players.

OPTIONS



SFX VOLUME Adjusting the bar with the directional pad sets the game's sound effects volume.

VOICE VOLUME Adjusting the bar with the directional pad sets the game's voice volume.

MUSIC VOLUME Adjusting the bar with the directional pad sets the game's music volume.



MUSIC OPTIONS Pressing **START** or **A** displays a submenu for setting your playlist. Use the directional pad **↑** or **↓** to move through the menu. Use the directional pad **←** or **→** on a selected track to enable or disable its playback. Press **START** or **A** when you're finished.

AN DIFFICULTY can be toggled to **NORMAL** or **HARD** to set the enemy and environmental challenge.

INFOCONS can be turned **ON** or **OFF**. When **ON**, an **INFOCON** will appear when you're using equipment to indicate when you should swirl the right thumbstick. (See page 22.)

SAVE / LOAD

SAVING occurs automatically when you:

- complete a race in **ADVENTURE MODE**.
- finish a race in **VERSUS MODE**.
- confirm changes to your **OPTIONS** settings.

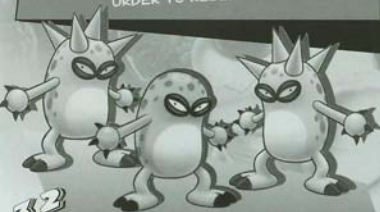
Your game is saved to the slot identified by your **SIGN UP** name. Your **PLAYER RECORD** and the game's **WORLD RECORDS** are also saved. You can save game data to the hard disk or to an Xbox Memory Unit.

LOADING a saved game is done by:

- selecting **ADVENTURE MODE**, and then selecting a **SIGN UP** slot containing a **SIGN UP** name. (Selecting an **EMPTY** slot starts a new game.)

YOU CAN SAVE GAME DATA TO THE HARD DISK OR TO AN XBOX MEMORY UNIT.

IF YOU SAVE TO A MEMORY UNIT, MAKE SURE IT IS INSERTED INTO AN EXPANSION SLOT IN THE XBOX VIDEO GAME SYSTEM IN ORDER TO RESUME PLAY.



WORLDS

TIKI VILLAGE (EASY)

Ancient **TREMMELS** discovered this tropical paradise and made it their favorite watering hole.



RUINS (MEDIUM)

A vast **TREMME** civilization once lived and breathed here.



DINO OASIS (MEDIUM)

The bones of both **DINOSAURS** and defunct **TREMME**s are collected in these burial grounds.



MT. MAGMA (MEDIUM)

LAVA, **HOT SPRINGS** and **BOULDERS** litter the trail to the mythical **DRAGON** who guards the sacred **VOLCANO**.



PIPEWERX (MEDIUM)

A straightforward dash through the meandering **UNDERWATER TUBES** is the quickest way out of the H₂O. Don't hold your breath.



BIOTECH (HARD)

In this peculiar corner of the continent, **LIFE** and **MACHINERY** have become one.

ALPINE CUP (HARD)

This **CHILLED OUTPOST** on the brink of the North Pole is known for its **CHALETs**, **GONDOLAS** and **ICE FJORDS**. Have an ice day.



... AND MORE ...

HINTZ

- Collect 10 **GREEN METEOR CHUNKS** to become a **TRIBRID**!
- The **RED SURPRISE BAGS** contain powerups. Pick them up and press **Y** to use your current weapon.
- Bounce on objects such as **DRUMS** to gain higher footing.
- Using special abilities drains energy. Pick up **HEX-A-COLA** to refill your **JUICE BAR**.
- Look for special **GRIND RAILS**. Jump and land on a **RAIL** while holding down **X** to activate the **RAIL GRIND**.
- Pull **STUNTZ** to gain energy and speed bonuses. While in the air, press and hold **X** while swirling the right thumbstick to do a 360, 720, 1080 or **MADSTUNT**!
- Watch for **SPECIAL ABILITY ROUTE MARKERS**. These icons sparkle as you approach them, letting you know which routes you can access.
- Spy out **RED BUTTONS** on the track. Step on them to open doors and activate traps.
- Watch your step around the **TNT BUNDLES**. They can be set off by stepping on them or by activating a switch.
- Try to perfect swirling the right thumbstick for faster speed when using some equipment.
- Press **X** while turning to **POWERSLIDE** around corners and slice seconds off your time.
- As a **BASHER**, look for breakable objects such as cracked doors and walls, ice statues and glass barriers. Ask yourself: what else can I break?
- As a **DASHER**, check for steep steps and hills that you can easily climb to save time.
- As a **GLIDER**, look for **GLIDER RINGS**. Dig deep to make some of the tougher jumps — the time saved is well worth it.
- Use **STUNTZ** to dodge **PSYCHO CHICKENS** and pass them on to the next runner.
- When facing a **BOSS**, use the **BOSS BARS** on the right side of the screen to help you out. (Knock the left bar down before the right bar fills up.)

BEAT Z

"CONTROL"

Words & Music by Konietzka/Skold

© 2000 EMI BLACKWOOD MUSIC INC. and KMFDM, INC.

All rights controlled and administered by EMI BLACKWOOD MUSIC INC.
All Rights Reserved. International Copyright Secured. Used by Permission

Performed by MDRMK

Courtesy of Universal Records

Under License from Universal Music Enterprises

(P) 2001 Universal Records, A Division of UMG Recordings, Inc.

"RAINBIE ROUSER"

Words and Music by Konietzka/Skold/Glorrell

© 2000 EMI BLACKWOOD MUSIC INC. and Suki Swift Int'l.

All rights controlled and administered by EMI BLACKWOOD MUSIC INC.
All Rights Reserved. International Copyright Secured. Used by Permission

Performed by MDRMK

Courtesy of Universal Records

Under License from Universal Music Enterprises

(P) 2001 Universal Records, A Division of UMG Recordings, Inc.

"ACID 800"

Performed by Fatboy Slim

Written by Fatboy Slim

Published by Polygram Music

(P) 1996 Skint Records Ltd./Astralwerks Records

Courtesy of Skint Records Ltd./Astralwerks Records

Taken from the album You've Come A Long Way Baby

"INSECTOQUIER"

(Robert Hayes aka "Dr. Chay")

© 2000 Warner/Chappell Music, LTD. (PRS)

All Rights also Warner/Chappell Music, LTD. (PRS)

Administered by WB Music Corp. (ASCAP)

All Rights Reserved. Used by Permission

Performed by Overseer

Courtesy of Columbia Records

By arrangement with Sony Music New Media Licensing

www.sonymusic.com

"STOMPBOX"

(Robert Hayes aka "Dr. Chay")

© 2000 Warner/Chappell Music, LTD. (PRS)

All Rights also Warner/Chappell Music, LTD. (PRS)

Administered by WB Music Corp. (ASCAP)

All Rights Reserved. Used by Permission

Performed by Overseer

Courtesy of Columbia Records

By arrangement with Sony Music New Media Licensing

www.sonymusic.com

"RHYTHM DEVICE"

(Timothy Wiles)

Warner - Timberlake Publishing Corp. (BMI)

& Grammon Publishing (BMI)

All Rights Administered by Warner - Timberlake Publishing

All Rights Reserved. Used by Permission

Performed by Uberzone

Courtesy of Astralwerks Records

"SOULMATE"

Written by Tony Sly

Unof Music also itself and Pizz Chief Music (BMI)

Performed by No Use for a Name

Courtesy of Fat Wreck Chords

"BANG ON"

Performed by Propellerheads

Written by Alex Gifford

Published by Chrysdia Music Limited

Courtesy of DreamWorks Records

Under License from Universal Music Enterprises

(P) 1997 Propellerheads

"ROLL IT UP"

Produced and Mixed by The Crystal Method

B4 Orson by Byron Wong

Written by Ken Jordan and Scott Kirkland

Published by BM Virgin Music, Inc./Horder Foster Music (ASCAP)/Virgin Music, Inc./Drug

Money Music (BMI)

Contains portions of "Planet Asia" from "Live from the Vibe Up Show"

"MAD DASH"

Lyrics by Montanary

Composition by The Mad Dash. © 2000

Performed by The Mad Dash

Wax Music Publishing

"BE"

Performed by Meat Beat Manifesto

Written by Jack Donaghy

Songs of Windswept Pacific (BMI)

Tweekland Music (BMI) all rights also Tweekland Music

Admin. by Songs of Windswept Pacific

"FRAGMENTS"

Performed by Meat Beat Manifesto

Written by Jack Donaghy

Songs of Windswept Pacific (BMI)

Tweekland Music (BMI) all rights also Tweekland Music

Admin. by Songs of Windswept Pacific

"NITROGEN PART II"

Performed by Jono Reador
Written by Ben Watkins and Stephane Holwick
All rights ©/to Songs of Windswept Pacific (BMI)
©/to Mute Songs LTD and Ben Watkins
Administered by Songs of Windswept Pacific (BMI)
Appears courtesy of Melt 2000 and Metropolis Records

"SOME KINDA FREAK"

(Mikeel Johnston, Orpheus Desjardette, Chiz Schultz)
© 2000 Warner - Timberlane Publishing Corp. (BMI)
Mephisto Odyssey (BMI) & Copyright Control (ASCAP)
All Rights ©/to Mephisto Odyssey (BMI)
Administered by Warner - Timberlane Publishing Corp.
All Rights Reserved, Used by Permission
Performed by Mephisto Odyssey
Produced Under License From Warner Bros. Records, Inc.
By Arrangement with Warner Special Products

"JUMP"

(Mikeel Johnston, Orpheus Desjardette, Bonnie Eves, Jamol Mitchell)
© 2000 Warner - Timberlane Publishing Corp. (BMI)
Mephisto Odyssey (BMI) & Rounthred Reality (ASCAP)
All Rights ©/to Mephisto Odyssey (BMI)
Administered by Warner - Timberlane Publishing Corp.
All Rights Reserved, Used by Permission
Performed by Mephisto Odyssey
Produced Under License From Warner Bros. Records, Inc.
By Arrangement with Warner Special Products

"HONEY"

(Richard "Moby" Hall, Beissle Jones, Alan Lomax)
© 1998 Warner - Timberlane Publishing Corp. (BMI)
The Little Idol Music (BMI) & Unichappel Music Inc. (BMI)
Warner - Timberlane Publishing Corp. Administers All Rights ©/to
Itself and The Little Idol Music
All Rights Reserved, Used by Permission
Performed by Moby
Courtesy of V2 Records

THE CREW

CRYSTAL DYNAMICS

DIRECTOR Glen A. Schofield
ASSOCIATE PRODUCER Rachael Bristol
LEAD PROGRAMMER Melvin Wong
PROGRAMMERS Anne-Lise Hostenklover
Davor Mirkoci
Andrei Pokrovsky
Dominick Respan
Paul Taylor
Korn Yin Yip

DESIGNERS Jeremy Bredow
Noah Hushes
Christopher Temmel
Ben Walker

ARTISTS Scott Anderson
Scott Baker
Amir Barji
Conant Fong
Ross Harris
Martin McDonald
Doug Nishimura
Mike Provenzo
Chris Thomson

CHARACTER DESIGN
ANIMATORS

Ben Harrison
Scott Baker
Spencer Hale
Ben Harrison
Colin O'Connor
Chris Shane

LEAD ENGINE PROGRAMMER
ENGINE PROGRAMMERS

David Minogue
Mark Hodges
John Pursey

ADDITIONAL PROGRAMMING

Stanislav Boranov
Tom Desmarais
Frank Hickman
Julien Katsman
David Miles
Dave Modiano

AUDIO/VISUAL MANAGER
SOUND DESIGN

Greg Shaw
Mike Peaslee

ADDITIONAL MUSIC COMPOSITION

Jim Hedges

TEST MANAGER

Billy Mitchell

LEAD TESTER

Benny Ventura

TESTERS

Brian Burke
Kio Ernst
Reid Manchester
Ryan Sindlededer
Grego Stephens
Chris VanBuren

VOICE ACTORS

Billy West
Willow Vintur

IT MANAGER

Brian Venturi

IT GUYS

Phil Deering
David Rhee
Andre Rodriguez

XBOX GUYS

J. Allard
Seamus Blackley
Mark Thomas
Dave Watkins

EL PRESIDENTE

John Kavanagh

SPECIAL THANKS

Melachi Boyle
Charlene Collarino
Christian Chatterline
Suzanne Cooper
Rob Dyer
Rob Fitzpatrick
Katie Fowler-Yessy
Steve Gabel
Azriel Schilling

EIDOS INTERACTIVE

MARKETING VP

Paul Baldwin

MARKETING DIRECTOR

Chip Blundell

PRODUCT MANAGER

Reece Pletka

MARKETING COORDINATOR

Randy Shukis

PUBLIC RELATIONS

Michelle Seebach
Kait Vistad

WEB

Kim Penatelon
Frankie Palmer

QA MANAGER

Brian King

QA ASSISTANT MANAGERS

Colby McCracken
Mike Orenich

LEAD TESTER

Ralph Ortiz

TESTERS

Henry Perez
Jesse Andrews
Jeffrey Lowe
Matt Roselli
Alex Strayer
James Cabot

INSTRUCTION MANUAL

Hamshaw Ink & Image

SPECIAL THANKS

The Entire Eidos Team
Art Nomad Design
Bardons, Perrin Normand
Price Design Team
Globe Action
Kabuki Digital
Melissa Dourico, Music Consultant
Mutt Lawrence
Mark Friedman
John Crompton

EIDOS INTERACTIVE LIMITED WARRANTY

EIDOS Interactive warrants to the original purchaser that this EIDOS Interactive disc is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This EIDOS Interactive disc is sold "as is" without expressed or implied warranty of any kind, and EIDOS Interactive is not liable for any losses or damages of any kind resulting from use of this program. EIDOS Interactive agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any EIDOS Interactive disc, postage paid, with proof of date of purchase, at its Factory Service Center.

This limited warranty is not applicable to normal wear and tear. This limited warranty shall not be applicable and shall be void if the defect in the EIDOS Interactive disc has arisen through abuse, unreasonable use, mistreatment or neglect. This limited warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate EIDOS Interactive. Any implied warranties of merchantability and fitness for a particular purpose are limited to the ninety (90) day period described above. In no event will EIDOS Interactive be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of this disc.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

For warranty support please contact our Customer Support department at (415) 615-6220. Our staff is available Monday through Friday, 9:00 a.m. to 5:00 p.m. Pacific Time. You are responsible for all toll charges. **Customer Support Representatives will not provide game hints, strategies or codes.**

PRODUCT RETURN PROCEDURE

In the event our support agents determine that your game disc is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included. You will also need to include a daytime phone number so that we can contact you if necessary. **Any materials not containing this authorization number will be returned to you unprocessed and unopened.** Your postage paid package should be sent to the following address:

Eidos Interactive Customer Services
651 Brannan Street, Suite 400
San Francisco, CA 94107
RMA# (include your authorization number here)

Note: You are responsible for postage for your game to our service center.

